E14B

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$1/40

APPLE®

PANZER GRENADIER

BOOTING INSTRUCTIONS

To begin the game, boot the Game Disk and the game will begin automatically. If you are using an Apple® II with Pascal, you must first use your Basics Disk. If you are using an Apple III, you must first go into Apple II Emulation Mode. If you have an Apple IIc or Apple IIe, make sure the CAPS LOCK key is down.

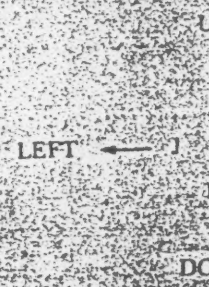
SAVE GAME INSTRUCTIONS

No Save Game disk is required. The game is saved to the game disk itself. Only one game may be saved at a time. Saving a second game will overwrite the old saved game.

FUNCTION KEYS

C-64™	ATARI®	APPLE®
F1	OPTION	1
F2	SELECT	2
F3	START	3

CURSOR MOVEMENT



Dug in units will flash during the Observation Phase. Units which have fired in the current Fire Phase will flash. Units which have zero movement remaining will flash during the Movement Phase.

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